

PHOBOS

Nyhetsblad for Ares – kun for medlemmer

Nr. 281, onsdag 14. mars 2001

REDAKSJONELT

Vi har denne gang et litt kortere PHOBOS enn på lenge: Fred Førdes utmerkede Europa-føljetong avsluttes i dette nummeret, og selv om vi håper på mer materiale fra krigspillernes skrivelystne rekker, kan vi jo slett ikke garantere dette. Derfor: Hvis du er interessert i at PHOBOS også for fremtiden skal ha noe mer enn bare et par sider, er det opp til deg selv å bidra til dette! Vi tar inn det aller meste, fra spillomtaler og -referater (benytt anledningen til å skildre i malende ordelag hvordan nettopp **din** geniale strategi vant slaget ved Waterloo!) til skjønnlitteratur med et visst preg av rollespill (få ut fantasy-novellene dine til en større leserkrets!). Selvsagt har vi ikke noen trykkeplikt, selv overfor Ares-medlemmer, men stort sett er det nok fullt mulig å overtale oss til å ta med det aller meste, bare det har en eller annen liten vinkling så vidt i retning av spill (eller bakgrunnsuniverser for spill!).

Neste større arrangement i vår sammenheng er

MiniCon 2001

Miniatyr-krigspill-conen i helgen 7. til 8. april

Ytterligere detaljer i neste PHOBOS, eller sjekk www.oosk.cjb.net

AFTER ACTION: **EUROPA**

«The Fight Against Fascism»

DEL VIII

(forts. fra PHOBOS 280)

Second Front-scenario og spillrapport fremskaffet av Fred Førde

Jan I 45

S, S, S, S, M, R, R

Axis Player Turn

With the Russians closing in from the east, withdrawals hurt OK West heavily. The Luftwaffe blue is the most noticeable colour on the map from Berlin's perspective, Goering sits chuckling in his corner of the bunker drinking schnapps - the main defensive power around Berlin are his fanatical paratroopers, the foolish Allied decision to allow the 7th FS XX to fly out of Holland is coming back to haunt them! Hanover is declared a Festung and Harburg is abandoned with troops falling back to join the sailors and Hitler Youth in Hamburg. A rough line is pulled back from Magdeburg to Wittenburg and around Berlin. The remaining elite C/M units guard forward positions to slow the US advance on the Capital. Prague is reinforced by SS mountain troops and a thin line is set up on the road from Linz to Vienna. Over the German capital the newly arrived Jet and Rocket fighters fly in formation, inspiring the cities defenders that the hour of redemption is at hand!

Allied Player Turn

The operations of the Allied air forces are slightly hampered by the appearance of new German aircraft from the Strategic reserve throughout this period. Despite this, the USAAF and Commonwealth airforces more than adequately hold their own and support the frontline offensives.

Ljubjana and Klagenfurt are subjected to heavy US attacks, but both hold out valiantly in their fortresses. At Linz, the remaining Germans are destroyed by a mix of Indian armour (finally available after training for so long), US infantry and APC-mounted British infantry. Budweiss falls to Czechs, Indians and Poles who loot the brewery. Disheartened by the news that all local beer supplies are cut off, a German stack south of Prague is surrounded and destroyed easily by French, Poles and the British.

At Luneburg, the Americans attack across the Elbe into two Infantry divisions who are shattered and forced to retreat into Lubeck. The LSSAH Pz XX and attached units fight to the death against surounding US forces and cause an EX result before surrendering when no escape route is available for the LSSAH cadre.

Magdeburg is attacked by a joint US/French attack but the American engineers pay the ultimate price in the result (-5 die modifiers in this battle - scary) and the city holds on. Hanover falls to a text book use of Siege Artillery and Engineers.

The Third Reich burns.....

At Kottbus the British retake the town and in the exploitation phase push into the wooded lake area SE of Berlin cutting off all land contact with the southern front (or what remains of it). Along the Danube, American armor rushes along the south bank towards Vienna while Indian armour and mechanised infantry drive along the north bank.

Jan II 44

S, S, S, S, M, R, R

Axis Player Turn

With big withdrawal due to fight the Russian hordes storming over Oder, the few units that actually are not in the dead pile wave farewell to their comrades and disappear off the map (not many disappeared though as most were not available). In Copenhagen, the Garrison commander activates his forces and sends them marching down the Jutland peninsula to join the defenders of Hamburg, Kiel and Lubeck.

My opponents highlights:

The Battle of the Shetlands, the Battle off Barcelona (starting to see a trend here?), the near crushing of the beachhead at Boulogne sur Mer and his initial handling of the retreat up Italy up to the Arno (where after, in his words, it all turned to s**t) and, surprisingly, the last few turns of the game where he commanded his shrinking empire from his bunker and tried to hang on with a diminishing army and no replacements other than special RPs.

Victory Points: Without being too exact, the Allies had 98 VPs and the Germans around 74 (10 from failure to maintain the Spanish garrisons). 46 Allied VPs came from cities inside Greater Germany/Berlin hexes - so if I had sat outside the Westwall I would have lost most convincingly (mind you a bundle of German VPs came from the loss of the Canadian Armoured Corp at Kottbus that was still sitting in the dead pile so this logic might be challenged).

All up a very enjoyable, but mentally and physically sapping game. Total casualties: 3 bottles of scotch, 14 cubans (cigars, not people), 3 cartons of beers, one pack of cigarettes. Total time taken: around 35 hours spread over 10 days.

DATOLISTEN

Søndag 25/3: Oslo Spillforum

Lørdag 7/4 –

søndag 8/4: MiniCon – OOMSKs miniatyrspill-con i Oslo'

Lørdag 28/4: Oslo & Omegn Miniatyrspillklubb – spilldag på Bjølsen

VASKING

er nå blitt kjørt etter loddtrekningsprinsippet en rekke ganger. Det har fungert rimelig greit, og vi har nå fire

Offisielle Stakhanovistiske Vaskehelter:

Fred Førde

Espen Larsen

Jan E. Tamber

Terje ?

Sistnevnte var så «uheldig» å tape loddtrekningen sist, da han var innom Ares for første eller andre gang. Men han tok det med godt mot, og vi får håpe at han ikke lar seg avskrekke!

I det minste er han sikret mot videre vasking en stund fremover; systemet går altså i korthet ut på at de tilstedeværende trekker lodd (kaster terning!) om hvem som skal ta gulvet vedkommende gang. Når man først har unnagjort en vasking, er man «immun» inntil de andre alle har vasket minst 1 gang.